



ROSLYN LITTLE LEAGUE
RULES
SEMI-MAJOR LEAGUES
(BOYS FOURTH AND FIFTH GRADES)

All rules contained on these pages are official Roslyn Little League rules and cannot be amended by any umpire, commissioner or director.

These rules apply to the spring, summer and fall leagues and any other Roslyn Little League sanctioned event.

These rules amend and supersede the official Little League Rules and should be read in conjunction with the official Little League Rules.

1. PLAYER PARTICIPATION:

- a. Roslyn Little League will play all games, where applicable, with free substitutions unless otherwise stated.
- b. Each child must start every other game unless he misses a game and thereby loses his turn.
- c. There shall be no “cuts” in any league except in the case of travel team(s).
- d. If a travel team is formed under the auspices of Roslyn Little League, regardless of the season, it must be treated secondarily to that child’s intra-league game and team.
- e. The Commissioner has the discretion to require a player to sit out a travel game if the player misses an intra-league game during the same week.
- f. Number of Players/Fielding

- i. All players on a team shall bat.
- ii. Teams shall field up to 10 players in the field.
 1. Four players in the outfield.
 - a. Outfielders must remain on the grass.
 2. Six players in the infield (including the pitcher).
- iii. Each player shall play a minimum of two innings in the infield.
- iv. No player shall sit twice before each player has sat once.
- v. Any player, who arrives at the field after a game has begun, must bat at the end of the order, regardless of whether his team has already batted.
- vi. There are no changes of player positions permitted in the middle of an inning unless in conjunction with a change in pitchers or due to an injury to another player who is removed from the game. Position changes, if required, do not have to be one for one and may involve the movement of more than two players, but in no event may more than 3 players change positions.

2. THE BATTER:

- a. Throwing/Lifting Helmets - Any batter or runner throwing off or lifting their helmet during a game will first be given a warning. After the warning, if the same player throws or lifts their helmet a second time, the umpire will call out the player.
- b. Throwing Bats - A batter will only be given one warning by the umpire for throwing his/her bat and will automatically be out the next time he/she throws his/her bat either later during the same at bat that he/she received a warning or on any succeeding time at bat during the game in which he/she was warned. The umpire shall be the sole judge of whether the batter has thrown the bat.
- c. Illegal bats - All bats shall conform to official Little League Rules. If a batter using an illegal bat becomes a runner after hitting a fair ball, he shall be called out and the runners shall return to the bases they occupied before the player's at bat. The defensive team must appeal the play to the umpire before the first pitch to the next batter of either team, or before the umpires have left the field if the at bat would otherwise end the game. If the batter advances to first base without hitting a fair ball (a walk or hit batter), then the batter shall not be called out.

3. THE RUNNER

- a. Stealing/Base Running
 - i. There is no leading.

1. Any child who leads before the pitch crosses the plate will either be forced to return to the base that he was at when the pitch crossed the plate or will be out if the prior base is occupied by another base runner after the play.
 - ii. Base runners cannot leave the base until the ball crosses the plate.
 - iii. No double steals.
 - iv. No stealing of 2nd base.
 1. This includes an overthrow to second or third on a pick off attempt or a pick-off attempt at first.
 2. A player at first is “stuck” unless he advances on a walk, hit, error or batter hit by a pitch.
 - v. A player who already stole third is not permitted to steal home.
 1. This includes an overthrow/pick off at first base or overthrow/pick off at third base or second base.
 2. A player at third base is “stuck” if he has stolen third base.
 - a. This would include a pick off attempt at third or attempt by the catcher to make an out on a ball that has not been hit fair.
 - vi. The ball is live until the pitcher has possession of the ball in the vicinity of the mound.
 1. Players who are eligible to steal may steal until the pitcher has possession of the ball in the vicinity of the mound. This includes the throw back to the pitcher from the catcher.
 - vii. Play is dead if the pitched ball goes through the backstop or gets caught in the backstop. The runner on second base advances to third base in divisions that allow steals (and a runner on third in this case would be forced home.) Otherwise, runners cannot advance. This will be considered a stolen base.
- b. Tagging up is permitted.
- c. Base Collisions - Any runner advancing to a base where a fielder is waiting to apply a tag or force that runner out, and has or is about to have possession of the ball, must either avoid contact with the fielder, give himself up or slide. If the runner makes contact with the fielder, regardless of whether the fielder ever came into possession of the ball, without sliding, the runner is out and any other runners may not further advance.
- d. Obstruction
- i. A runner being obstructed by a fielder must attempt to avoid or minimize contact even when the runner has the right to the base or baseline.

- ii. If a runner contacts a fielder obstructing the runner with undue force, or in an attempt to injure, the runner shall be called out.
 - iii. Penalties will be enforced at the end of the play.
 - iv. The umpire shall have discretion to disqualify the runner.
 - v. Obstruction is defined as “the act of a fielder who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner.”
- e. Play is dead when at the judgment of the umpire play has stopped and the ball is returned to the pitcher who is in control and standing in the mound area.
- i. Even though play is dead, a base runner having left a base legally is entitled to the next base unless put out if the runner has gone at least half the distance between the bases before play is dead. This call is totally at the discretion of the umpire.
- f. Each game must utilize a “double safety base” at first base.
- g. Catcher speed up rule - When there are two outs each team will remove the catcher from the base paths, and utilize a substitute runner in an effort to speed up the game.
- i. The last batted out will run for the catcher, when implementation of the rule is in effect.
 - ii. The team at bat must utilize the catcher from the previous defensive half inning unless the manager announces to the opposing manager that they plan on changing their catcher at the start of the offensive half inning.
- h. Roslyn Little League will not implement Little League rule 7.14.

4. THE PITCHER

- a. Since all teams will make the playoffs, managers are encouraged to allow all children to pitch who want to pitch.
- b. Pitching
 - i. Pitchers can walk up to 6 batters per inning.
 - 1. When a pitcher walks his 6th batter in an inning, he must be removed from the game as a pitcher.
 - ii. A pitcher who hits three batters in a game must be removed.
 - iii. No pitcher shall pitch in more than three innings (irrespective of the number of pitches thrown in any inning.)
 - 1. One pitch equals one inning.
 - iv. Any pitcher who throws more than 40 pitches in a game cannot play the position of catcher for the remainder of the game.

- v. A pitcher once removed from the mound cannot play the position of pitcher again for the remainder of the game.
 - vi. Only one mound visit by the manager to an individual pitcher is permitted per inning. On the second mound visit, the pitcher must be removed from the position of pitcher for the remainder of the game.
 - vii. Intentional walks are not permitted. Any pitch deemed by the umpire to be an intentional ball shall be treated as a “no pitch” however, base runners may advance at their own risk.
- c. Pitch Limits – a manager MUST remove a pitcher when said pitcher reaches the limit for his official Little League age group (not grade) but the pitcher may remain in the game at another position. The following are the maximum pitch counts:
- i. League Age
 - 1. 17-18 - 105 pitches per day
 - 2. 13-16 - 95 pitches per day
 - 3. 11-12 - 85 pitches per day
 - 4. 9-10 - 75 pitches per day
 - 5. 7-8 - 50 pitches per day
 - ii. Exception: if a pitcher reaches the limit imposed for his League age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - 1. That batter reaches base.
 - 2. That batter is put out.
- d. A pitcher who delivers forty-one or more pitches in a game cannot play the position of catcher for the remainder of that day.
- e. Any player, who has played the position of catcher in or during four or more innings in a game, is not eligible to pitch on that calendar day.
- f. Each manager shall be the official pitch count recorder for the opposing team’s pitcher.
- g. Pitcher Rest Requirements - Pitchers who are official league age 16 and under must adhere to the following rest requirements:
- i. If a player pitches 61 pitches or more in a day, FOUR calendar days of rest
 - ii. If a player pitches 51-60 pitches in a day, THREE calendar days of rest
 - iii. If a player pitches 36-50 pitches in a day, TWO calendar day of rest
 - iv. If a player pitches 21-35 pitches in a day, ONE calendar day of rest is required.

- v. If a player pitches 1-20 pitches in a day, NO calendar days of rest are required.
 - vi. NOTE: Pitcher rest requirements are mandatory regardless if a pitcher exceeds the maximum pitch requirements because of an exception to the per game pitch limits.
- h. No deviations to these rules will be permitted regardless of rain outs, rescheduled games, makeup games, playoff games, championship games, etc, except for the Little League All-Star Game in which case the pitcher may pitch a maximum of one inning regardless of the pitching rest requirements and for Williamsport Sanctioned Summer Tournaments. If two (2) Williamsport tournaments overlap within the same “pitching” week, the total amount of innings allowed for a pitcher in that week will not be greater than what would have been allowed if there was only one tournament.
 - i. Any error or violation of these rules will result in automatic forfeit. This rule cannot be modified except by vote of the Board of Directors of Roslyn Little League.
 - j. If a pitcher (baseball only) hits three batters in one game (does not have to be consecutive), he/she must be removed from the mound.
 - k. No intentional walk is permitted in any league. Any pitch thrown in such circumstances will be ruled no pitch.
 - l. There are no balks in any league. In the event of a “balk,” the umpire shall halt play, approach the mound, and teach the pitcher the rule infraction.
 - m. The pitching week starts on Sunday and ends on Saturday.

5. GAME PROCEDURE

- a. Game Procedure
 - i. A half inning shall end upon the earliest to occur of the following:
 - 1. Three outs.
 - 2. Entire batting order has batted.
 - a. However, if one team has fewer players than the other team, the team with fewer players shall be entitled to bat as many players as the team with more players before they shall be deemed to have batted around the order.
 - 3. Five runs have been scored.

- a. If an inning ends because five runs have been scored, the batter at the plate when the inning ended should take the position of batter again at the start of the next inning.
- ii. Games must begin when each team has at least eight players at the field. Games cannot be delayed for missing players or managers.
- iii. Any team who cannot field at least eight players by 10 minutes after the scheduled start of a game shall forfeit that game. If neither team can field eight players by ten minutes after the scheduled start of a game, both teams shall forfeit.
 - 1. In the interest of sportsmanship, any manager who knows that he will not be able to field a minimum of eight players for a game MUST notify the commissioner of the league as soon as possible.
- iv. Only the named manager for a game shall discuss any call or rule decision with the umpire. This includes any assistant coaches, parents, players, etc.
- v. Only two base coaches are permitted on the field.
 - 1. Base coaches cannot switch positions in the middle of an inning.
 - 2. A child may coach provided that child is registered in Roslyn Little League and wears a batting helmet while on the field.
- vi. Only the defensive manager may call time out.
- vii. A manager may not enter the playing area unless the umpire calls time. Should he/she do so when the ball in is play (either batted or loose) penalties as follows will be enforced:
 - 1. If the offensive manager enters the field without the umpire's permission, the batter is out and all runners return to the base that they occupied prior to the start of that particular play.
 - 2. If the defensive manager enters the field without the umpire's permission, all offensive players receive the last safe base plus one and no additional outs are recorded.
- viii. Base runners and batters may ask the umpire for time but the offensive manager may not ask for time.
- ix. The "catcher speed up rule" shall apply in all games, including the playoffs.
 - 1. When there are two outs in any half inning, if the catcher is on base, the child who made the last out shall pinch run for the catcher so the catcher can begin to put on his catching gear.
- x. Any batter or runner throwing off or lifting their helmet during a game (other than during a "time-out") will first be given a

- warning. After the warning, if the same player throws or lifts their helmet a second time, the umpire will call out the player.
- xi. A batter will only be given one warning by the umpire for throwing his bat and will automatically be out the next time he throws his bat either later during the same at bat that he received a warning or on any succeeding time at bat during the game in which he was warned. The umpire shall be the sole judge of whether the batter has thrown the bat.
- b. Any team starting a game with nine (9) uniformed players and then losing a player during the game will be allowed to play with eight (8) players.
 - i. If less than eight (8) players are available due to injury, the game will be suspended and played at a later date designated by the commissioner and using only the original players.
 - ii. If a child leaves a game during progress without being injured and results in less than minimum required players, a forfeit will be called.
 - iii. If a team starts a game with eight (8) players and such game is suspended, only the same eight (8) players will be allowed to play when the game is continued at a later date.
 - c. No inning may start later than ten (10) minutes before the end of the allotted game time except in special circumstances with the approval of the commissioner in attendance. This approval should be clearly indicated in advance of the game.
 - i. If there is no succeeding game, this rule does not apply.
 - d. Balls and strikes may be called from behind the pitcher even if no runners are on base.
 - e. If a player leaves the game before completion of the game, an out will NOT be awarded when that child's position in the batting order comes up.
 - f. Infield fly rule will be in effect.

6. OFFICIAL GAME:

- a. A game will be official if three and one half (3-1/2) innings have been played and the home team is ahead or four (4) innings when the home team is behind.
 - i. If a game is suspended before it becomes official, it will be restarted from the exact point of suspension at a later date and played to completion.
 - 1. Managers must note player's positions, pitch counts, batting orders before departing the field.

- ii. There is no such thing as a rain out or other cause canceling innings already played.
 - iii. In all playoff and championship games in all of the Little League divisions, once the game is started the game must be played to its full term unless terminated by the commissioner after consultation with both managers.
- b. The commissioner of a league shall have the sole discretion to re-schedule any suspended game, or postponed game, rain out games and tie games. It is recommended that such rescheduled games be played as soon as possible after tied game. In the event of a tie game or suspended game where play has continued on a new date, each manager shall start with the lineup in force at the time that the game was called and who were present at the day that the tied game was played, except in the event that some player is missing on the continued date whereupon managers may substitute with players who were not present on the day of the tied game. Such resumed game shall continue until six (6) innings are completed. This situation refers only to suspended games and does not impact official games that ended prior to the normal six (6) inning period.
- c. All schedules must be strictly adhered to except upon permission of the commissioner of the league.
- d. Manager requests for postponement due to a lack of sufficient number of players available even if valid will be denied unless made forty-eight (48) hours in advance of schedules game time.
- e. Requests for cancellation on Memorial Day or Mother's Day for purely family reasons will be denied and forfeits will be charged.
- f. Failure of a manager to be available for a game is not a valid reason for postponement.
- g. On Friday night, no inning may start after 8:00 P.M., but any inning in progress will be completed.
- h. PROTEST:
 - i. If a protest is required, the protesting manager must immediately make the umpire aware of his/her decision to protest after the event and prior to the next pitch.
 - ii. Protests must also be put into letter form to the attention of the League President and the opposing manager within twenty-four (24) hours after the completion of the game. The President shall

then meet with the umpire, the opposing manager, the league commissioner, etc. to make a ruling.

- iii. No protest will be heard if the protesting coach did not have his/her “little league” rulebook and “house rules” on hand at the field at the time of the protested event to use in settlement of said dispute.

7. GENERAL RULES:

- a. The commissioner is in complete control of the players and the ball field until such time as the game commences.
- b. The umpire may appeal to the commissioner only for a clarification of the rules, and may not appeal in the case of a judgment call. Upon appeal, the commissioner may clarify the rules for the umpire. Otherwise the game is in the hands of the umpire. No manager may appeal an umpire’s ruling directly to the commissioner.
- c. No more than one manager and two assistants are permitted in the dugout during a game. Parents who are not authorized coaches are not allowed in the dugout. Players must remain in the dugout at all times unless they are in the field, at bat or on a base.
- d. Each team must maintain a scorebook for each game.
- e. ONLY league-supplied uniforms are to be worn.
 - i. No names are to be added to uniforms.
- f. Any teams’ presentations or activities should be discreet and take place away from regular activities.
- g. There is no use of tobacco or alcohol beverages on school property, or on any Roslyn Little League field.
- h. No dogs or other pets are allowed on Roslyn School property or on any Roslyn Little League fields. Managers must enforce this rule on behalf of parents or guests of their teammates or risk forfeiture.
- i. Trophies will be awarded to regular season winner, playoff winner and playoff final game loser.
 - i. No team can receive more than one trophy.
- j. In ALL leagues, protective helmets that the batter, all base runners and player base coaches shall wear must have face guards.

8. CONDUCT OF MANAGERS, PLAYERS AND SPECTATORS

- a. IT IS THE DUTY OF ALL OF THE DIRECTORS, MANAGERS, COACHES, COMMISSIONERS AND OTHER LEAGUE OFFICIALS TO EMPHASIZE THE PROPER IDEALS OF SPORTSMANSHIP, ETHICAL CONDUCT AND FAIR PLAY UNDER ALL CIRCUMSTANCE. THE VALUES TO BE DERIVED FROM PLAYING THE GAME SHOULD BE STRESSED AND ACTIONS THAT TEND TO DESTROY THEIR VALUE SHOULD BE DISCOURAGED. COURTESY SHOULD BE SHOWN TOWARD OPPONENTS, OFFICIALS SUPERVISORS, SPECTATORS, AND ADMINISTRATORS. EFFORTS MUST BE MADE TO ACHIEVE A THOROUGH UNDERSTANDING AND ACCEPTANCE OF THE RULES OF THE GAME AND THE STANDARDS OF THIS LEAGUE. IT IS IMPORTANT FOR ALL TO RECOGNIZE THAT THE PURPOSE OF ATHLETICS IS TO PROMOTE THE PHYSICAL, MENTAL, MORAL, SOCIAL, AND EMOTIONAL WELL-BEING OF THE INDIVIDUAL PLAYERS. EVERY ONE ASSOCIATED WITH LITTLE LEAGUE SHOULD REMEMBER THAT THESE GAMES ARE JUST GAMES AND THIS CONCEPT SHOULD BE KEPT IN THAT PERSPECTIVE.

9. Code of Conduct

- a. Spectators are expected to:
 - i. Conform to accepted standards of good sportsmanship and behavior.
 - ii. Respect officials, umpires, Coaches, and Players and extend all courtesies to them.
 - iii. Refrain from foot stomping, disrespectful remarks, and the use of noisemakers.
 - iv. Be quiet when players need total concentration.
 - v. Obey the regulations and grounds.
 - vi. Understand that teams are responsible for the conduct of their respective spectators.
 - vii. Not use alcoholic or tobacco products at RLL fields at any time.
- b. The Player is expected to:
 - i. Understand that he/she must conduct themselves as ladies and gentlemen at all times.
 - ii. Demonstrate self-control and mutual respect at all times.
 - iii. Avoid the use of crude or abusive language or gestures in dealing with opponents, officials, umpires or spectators.

- iv. Accept victory with grace and defeat with dignity.
- v. Place athletic competition in its proper perspective. It represents only one facet of life.
- vi. Remember that participation in athletics is a privilege that should not be abused.
- vii. All players shall shake hands at the end of each game.

10. The Coach is expected to:

- i. Set a positive example both on and off the field.
- ii. Recognize that athletic competition is a means toward an end, not an end in itself. Specifically, athletics should lead to the development of healthy, well-adjusted young men and women.
- iii. Approach competition as a healthy and constructive exercise, not as a life and death struggle that requires victory at any price. It should be fun and enjoyable.
- iv. Be prepared to win or lose. Be positive. Encourage peak performance within the rules of the game.
- v. Command respect by personal attitude and behavior.
- vi. Do not use crude or abusive language with players, umpires, opponents, officials, or spectators.
- vii. Use decorum in commenting on opposing pitcher's motion. He may comment only in a discreet and private way to the umpire and may not talk directly to the pitcher or make comments out loud during play. BREACH OF THIS PROVISION COULD RESULT IN THE OFFENSIVE TEAM PENALIZED ONE (1) OUT, IN THE UMPIRE'S SOLE DISCRETION.
- viii. Respect the judgment of the umpires. Although it is reasonable for the coach to question umpire's decisions, and even to disagree, the umpire's decisions must be accepted graciously.
- ix. Recognize that the participants in team sports are young men and women with human frailties and limitations who are capable of making mistakes.
- x. Instruct players to respect the umpires. Any questions concerning any rules should only be made by the manager or a coach.
- xi. Encourage good sportsmanship and remove players from the game who demonstrate unacceptable behavior.
- xii. Realize they are representatives of the Little League in all that they do.
- xiii. Realize that their conduct will have an effect on the players and their families.
- xiv. To distribute only league supplied uniforms, hats, trophies, and otherwise comply with house rules.

11. GROUND RULES FOR TEMPLE BETH SHOLOM BALL FIELDS

- a. A runner advances one base when a ball thrown by any player, including the pitcher of the defensive team lodges in the backstop, at which point said ball, shall be declared dead.
- b. A runner shall automatically advance one base and the ball is dead when:
 - i. A ball thrown by the pitcher strikes home plate and goes over or through the backstop.
 - ii. A ball is thrown by any player, including the pitcher of the defensive team that leaves the playing area over first or third base and enters the stands or a dugout.
- c. No defensive player shall climb on the railroad tie fence on the third base side of the Orange Field to field a ball.
- d. In the event of interference with a foul or fair fly ball by a spectator, which in the opinion of the umpire could have been caught, the umpire may call the batter out.
- e. A ball thrown by a defensive player that passes through the fence opening of first or third base shall be dead, but a base runner shall be entitled to advance to the base he is approaching plus one additional base. The matter of whether a runner is “approaching” a base shall be in the sole judgment of the umpire.
- f. Any batted ball that falls under, bounces over or passes the outfield fence is dead and shall entitle the batter to two bases.
- g. A foul ball hit behind the fence on the first base side of the Orange Field or beyond the imaginary out-of-bounds line on the third base side of the Blue Field is out of play.
- h. A fouled fly ball out side of the first base line of Orange Field and the third base line of the Blue Field is in play, except that any foul fly ball striking overhanging trees shall be dead.
- i. A batted ball hitting the center field wire fence above the orange line without first touching the ground shall be a home run.
- j. A batted ball hitting the top rail of any outfield fence without first touching the ground and bouncing back on the playing field shall be in play.
- k. Except as herein provided and provided in the Local League Rules, the Official Rules of Little League Baseball shall govern.

12. Rules for all fields

- a. Regarding imaginary out-of-bounds:
 - i. If a player catches a ball out of bounds there is no play.
 - ii. If a player catches ball inbound and momentum carries him over the line, the batter is out and the ball is in play with the runners allowed to advance at their own risk. Only exception is when fielder runs into fans at which time batter is out and runners are not to advance subject to umpire discretion.
 - iii. If a fielder touches the ball inbound, then drops the ball, which rolls out-of-bounds, the ball becomes dead and all the runners get the base they are going to plus one extra.

13. ALL STAR SELECTION PROCES AND GAME PROCEDURES

- a. Coaches will submit a list of all players who can attend the game, if chosen, and provide the slate to the commissioner of the division.
- b. Commissioners will provide a ballot to all players on each team, listing those eligible to play in the all-star game.
- c. Each player will vote for the designated number of players (from their own team.)
- d. Voting will take place at the field.
- e. The secret ballots will be returned to the commissioner, not the manager, for final tally.
- f. The commissioner will advise the coach of the teams' all-star selections.
- g. Players can vote for themselves.
- h. Commissioner must approve all selections but cannot override any selection without permission from the president of the league.
- i. Each team must nominate at least one fifth grader players to the all-star team.
- j. Players will be advised to keep their selections confidential.
- k. During the all-star game, no player shall pitch more than one inning.
- l. During the all-star game, managers shall encourage batters to hit the ball (i.e. not attempt to draw a walk.)
- m. Only those children who will be available to play will be eligible for all star selection. If a child is chosen and has to drop out or cannot attend the game, the player with the next amount of votes will take his or her place.